



Monk 1	CLASS & LEVEL
Half-Elf	RACE/ANCESTRY/HERITAGE
Hermit	BACKGROUND
STR +1 12	+2 PROFICIENCY BONUS
DEX +3 16	SAVING THROWS +3 Strength Saves * +5 Dexterity Saves * +1 Constitution Saves +0 Intelligence Saves +2 Wisdom Saves +0 Charisma Saves * Prof. bonus added
CON +1 13	ARMOR CLASS (AC) INITIATIVE 15 +3 30 ft.
INT +0 10	HIT POINTS 9 HIT DICE 1d8
WIS +2 15	DEATH SAVES: Success O O O Fail O O O
CHA +0 10	WEAPON & UNARMED ATTACKS Basic Attack. One target per Attack action. Martial Arts. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft. <i>Hit:</i> 1d4+3 bludgeoning damage. Can also make unarmed strike as bonus action. Dart. <i>Ranged Weapon Attack:</i> +5 to hit. <i>Hit:</i> 1d4+3 piercing damage. (Normal range to 20 ft.; disadvantage long range 21 to 60 ft.)
	MAGIC, FEATS & SPECIAL ATTACKS Martial Arts During A Turn: Counting actions and bonus actions, make two unarmed attacks or one weapon attack plus one unarmed attack in turn. (Opportunity attack is a separate reaction, do once per round.)

RACE

Half-Elf Traits [PHB p. 38]

- Creature Type: Humanoid
- Age: 68 years old
- Medium Size (5' 9", 170 lbs.)
- Darkvision (60 feet)
- Fey Ancestry (vs. charm, no sleep)

CLASS

Monk Class Features [PHB p. 76]

- Unarmored Defense (AC)
- Martial Arts (1d4, bonus attack)

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: ten (10) darts, herbalism kit (clippers, mortar and pestle, pouches and vials of herbs), set of common clothes, a scroll case stuffed full of personal notes, a winter blanket. (This load is about 8.5 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 1 gold pieces (gp); 71 silver pieces (sp); 64 copper pieces (cp); 2 gems (worth 10 gp each)